Core rewrite

Core rewrite
by **mudlord** » Thu Aug 28, 2008 8:44 pm

mudlord
Senior Member

Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

> We are really talking about rewriting the complete GBA core before a lot of the features of some forks are included.
> And VBA-M started as a Merge of all the enhancements of the different forks... funny.

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Well think about it:

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- The current core is quite unclean
- Which means maintainability suffers
- If we do the rewrite right, then it wont affect the added enhancements.
- Plus we already made quite a fair few enhancements, even blargg has kindly assisted us with this.

Core rewrite
by **deniseweird** » Fri Aug 29, 2008 2:36 pm

deniseweird
Junior Member

Posts: 28
Joined: Thu Mar 20, 2008 7:53 am

I agree. Also, like someone suggested before, Gambatte could be used, and thus only GBA emulation needs to be dealt with. (well almost)

Core rewrite
by **Squall Leonhart** » Fri Aug 29, 2008 5:57 pm

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

i don't see why we don't just use the AGB core as it is in the actual GBA hardware to run the other game types.

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Anyhow, i dislike Gambatte, if i was forced to use another emulator it'd be an older version of VBA

Core rewrite
by **Squall Leonhart** » Sat Aug 30, 2008 4:43 am

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

Ah, it was a misunderstanding on my part then Blargg, Lol.

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Does the gambatte core have linking, or the possibility of linking capability.

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Theres also the other thing i mentioned, Running GB games on a GBC/GBA provides less colours then on SGB/2

Core rewrite
by **KunaiTeam** » Sat Aug 30, 2008 2:31 pm

KunaiTeam
Junior Member

Posts: 44
Joined: Thu Aug 14, 2008 9:37 pm

The core of Gambatte is designed as a library, much like the VBAM Core. It would probably be easy to remove all the DMG/GBC stuff from the vbamcore, and just write a GUI which links against libgambatte and libvbamcore. That way, the two cores stay separate, but you still have the same interface.

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